CLAIMS

What is claimed is:

1.   A system for delivery, storage, playback and management of data on a wireless device, comprising:

    a. a content storage device that stores and transmits a data stream;

    b. a proxy server that receives the data stream sent from the content server, marks the data as single-use data or multi-use data, and transmits at least a portion of that data stream to a data network,

    c. a transmission device that transmits the data stream from the data network to a wireless device, the wireless device further comprising;

        i. a storage area that stores data from the data stream sent from the transmission device;

        ii. a data indicator device to indicate type and status of the data in the storage device;

        iii. a data player on which data from the storage device is played back to a user; and

        iv. a data retransmission device that generates a signal if the data stream is lost from the transmission device, and transmits the signal to the proxy server to re-establish transmission of the data stream.

2.   A system for delivery, storage, and playback of data on a wireless device according to claim 1, wherein the data indicator device comprises two data indicator programs, a one-time play only program to identify and manage one time play only data, and a multi-play program to identify and manage multi-play data.

3.   A system for delivery, storage, and playback of data on a wireless device according to claim 1, wherein the storage area further comprises a personal storage access area that stores data marked as restricted access data for a user, wherein data is marked by:

a. a user authentication process, using an encryption key or a combination of username and password, on the device to access newly delivered content

b. a data transfer process to move data to other areas on the device that are not secure and do not require authentication after the user has been authenticated.

4. A system for delivery, storage, and playback of data on a wireless device according to claim 1, further comprising a block retransmission enabling device to re-establish a communication link between the proxy server and the wireless device if the communication link is prematurely lost.

5. A wireless device for receiving, storing, and playing data transmitted over a wireless network, comprising:

a. a storage area capable of receiving and storing data transmitted over a wireless network in one or more files;

b. a transmission device capable of sending a signal over the wireless network; and

c. a memory unit having stored thereon a control program to control storage and playback of the data; the control program comprising;

    i. a multi-use data status indicator program to determine a current status of one or more files containing multi-use data stored in the storage area;

    ii. a single-use data progress indicator program to control playback of single-use data stored in one or more files in the storage area;

    iii. a personal storage access area storage convention for controlling access and use of certain data stored in the storage area;

    iv. a block re-transmission enabling program to resume data delivery to the wireless device after a loss of connection from the wireless network.

6. A method for delivering, storing, and playing data transmitted over a wireless network, comprising;

    a. storing multimedia data content storage device and transmitting the multimedia data content in a data stream;

    b. receiving and storing the multimedia data content on a proxy server;

    c. marking the multimedia data content as single-use data or multi-use data, and transmitting at least a portion of the marked multimedia data content to a data network;

    d. receiving and storing the marked multimedia content on a wireless device;

    e. determining whether the marked multimedia data content is single use data or multi-use data;

    f. marking single use multimedia data content with an first indicator to ensure the single use multimedia data is only played once; and

    g. marking multiuse multimedia data content with an second indicator to allow the multiuse multimedia data content to be played back when desired.

7. A method for delivering, storing, and playing data transmitted over a wireless network according to claim 6, further comprising:

    a. marking multimedia data content received from the proxy server as restricted access data; and

    b. storing the restricted access data in a segregated storage access area.

8. A method for delivering, storing, and playing data transmitted over a wireless network according to claim 7, wherein data marked as restricted access can only be accessed using a private software key.

9. A method for delivering, storing, and playing data transmitted over a wireless network according to claim 8, wherein the private software key comprises an encrypted file content, a file dot notation not recognized by standard access routines, marked byte addresses, or fractured files.

10. A method for delivering, storing, and playing data transmitted over a wireless network according to claim 6, further comprising enabling a block retransmission of multimedia data content from the proxy server if the multimedia data content from the proxy server is interrupted.

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11. A method for delivering, storing, and playing data transmitted over a wireless network according to claim 6, wherein data marked as single use multimedia content is deleted after complete playback.

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12. A method for delivering, storing, and playing data transmitted over a wireless network according to claim 6, wherein data marked as multiuse multimedia data content is deleted after complete playback.

13. A method for delivering, storing, and playing data transmitted over a wireless network according to claim 6, wherein data marked as multiuse multimedia data

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content is saved after complete playback.

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